

PRESS RELEASE**EdAlive fun series boosts child numeracy and literacy**

One of Australia's longest established IT companies, Manacomm, is pleased to release its latest series of educational software for children of all ages – EdAlive.

EdAlive is a series of award-winning, curricula-based (Australian and NZ) programs that gives Australian kids a valuable head-start in developing their all important numeracy and literacy skills.

Manacomm Managing Director, Ian Mackay, said the EdAlive series is teacher-developed and fun-based to help build motivation, confidence and academic self esteem for children aged from kindergarten right through to secondary school.

"As a parent, I welcome EdAlive because it is fun for kids to use, and at the same time it boosts their literacy and numeracy skills," Mr Mackay said.

With a third of all Australian schools using EdAlive products, Mr Mackay commented "Teachers, parents and kids all love EdAlive - it is good clean educational fun, and best of all, it encourages kids to learn while doing one of their favourite activities - playing computer games."

The EdAlive range features a series of motivating and challenging titles, including:

- **Aussie Spellforce** - a spelling tutor and space age games featuring an extensive bank of over 9,000 words that motivates kids through exciting gameplay and Australian sounds whilst developing word, spelling, proofreading and vocabulary skills. (Ages 5 to 15)
- **Numbers Up 1 (Volcanic Panic)** – a curriculum-rich maths program with either single or multiplayer capacity, featuring a multi-level interactive board game adventure with 3D graphics to suit all learning levels. Every child can experience math success and be supported in their ongoing development by selecting the level that best strengthens their conceptual understandings about numbers, including addition, subtraction, multiplication, division, fractions, percentages and ratios. (Ages 5 to 15)
- **Numbers Up 2 (Baggin' the Dragon)** - develops mathematical thinking pathways necessary in everyday life and in higher learning. It features a medieval-style board game which is highly visual and interactive to explore the maths of measurement, shape, space and data. Children can compete at their own level and experience a sense of achievement and success, fostering positive attitudes towards maths and motivating onwards to higher learning. (Ages 5 to 15)
- **Typing Tournament** – features visual prompts and a colour-coded keyboard that equips children (and adults) with essential touch typing skills for daily life with 16 levels, all building typing skills as they go, so users can progress at their own skill level. (Ages 7+)
- **Ultimate Maths Invaders** – a multi-level arcade-style game with 3D graphics and quirky space invaders, teaching time tables, as well as calculation and arithmetic topics from early number skills right through to advanced secondary school concepts. (Ages 5 to 15).
- **Words Rock** – a virtual board game featuring code-breaking challenges encouraging kids to build upon their language, literacy, comprehension, punctuation, grammar and spelling skills. (Ages 5 to 15)

Each title is PC and Mac compatible and each title RRP \$49.95 - available through all major computer software retailers.



Click here for:

- [EdAlive Product Sheets \(6\) in PDF](#)
(ZIP file 740KB)
- [High Resolution Print Images \(6\) in TIF](#)
(ZIP file 13.1MB)
- [Low Resolution Images in PNG](#)
(ZIP file 3.1MB)
- [Press Release in DOC \(197KB\)](#)

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